

Program Instructions For

MICROSOFT ADVENTURE



ADVENTURE

Produced by Microsoft

Implemented by Gordon Letwin

Instruction Booklet by Dottie Hall



400 108th Ave. N.E., Suite 200
Bellevue, WA 98004

Copyright Notice

Microsoft Adventure is copyrighted under United States Copyright Laws by Microsoft.

It is against the law to copy Adventure on cassette tape, diskette, or any other medium.

It is against the law to give away or resell copies of Microsoft Adventure. Any unauthorized distribution of this product deprives the authors of their deserved royalties. Microsoft will exercise full legal recourse against violators.

If you have any questions on this copyright, please contact:



400 108th Ave. N.E., Suite 200
Bellevue, WA 98004

Copyright[©] Microsoft, 1979
All Rights Reserved
Printed in U.S.A.

Table of Contents

The Challenge of Adventure	4
The Implementer	4
A Word About Microsoft	5
The Right Hardware	6
How To Load Adventure	6
Disk Access	
During Your Adventure	7
Caring for Your Adventure	
Diskette	8
Your Goal	9
Getting Started	10
The Game Proper	11
Scoring	14
To Save Your Adventure	15
To Return to Your Saved Game	16
To Backup	
Your Adventure Disk	16

The Challenge of Adventure

Prepare yourself for the Adventure of your life as this classic fantasy/logic game takes you into the world of the Colossal Cave with your computer as your guide. Inside you will search for treasures, solve puzzles, avoid dangerous hazards and fight deadly adversaries.

Your object is to explore the entire cave and find all its hidden treasures without falling prey to the dangers that lurk within.

Adventure was originally written in FORTRAN for the DEC PDP-10 computer and serves as a demonstration in artificial intelligence. The program acts as an "aware" companion for you; you can ask simple questions and type simple commands which your computer will "understand" and deal with.

As you will notice, very few explicit instructions for the game are given either in this manual or in the program itself. The challenge is for you, the explorer, with the help of your computer, to discover how the cave can be explored and the treasures retrieved.

With Microsoft Adventure, you have the complete version of the original Adventure. Nothing has been left out of the original DEC version. It will run on any Radio Shack TRS-80 computer with minimum 32K memory and a single disk drive.

The Implementer

Microsoft Adventure was implemented on the TRS-80 for Microsoft by Gordon Letwin, of Softwin Associates. Mr. Letwin has developed languages and operating systems for Microsoft, Wintek, Inc., and the Heath Company.

A Word About Microsoft

Microsoft produces high-quality software for today's microprocessors.

Microsoft's BASIC Interpreter, in its several versions, has become the standard high-level programming language used in microcomputers. In addition to Radio Shack TRS-80 Level II BASIC and TRS-80 Disk BASIC, Microsoft has supplied BASIC interpreters for the Commodore PET, the Apple II, NCR 7200, Compucolor II, OSI, Pertec Altair and many others.

Microsoft's careful approach to the development of microprocessor software has allowed the production of large amounts of bug-free, well-designed code in a minimum amount of time. Currently available: BASIC interpreters for the 8080, 6800 and 6502 microprocessors, a BASIC compiler for the 8080; a FORTRAN compiler, assembler, loader and runtime library package for the 8080 and Z80 microprocessors and an ANSI-74 COBOL compiler for the 8080 and Z80. A complete line of 8086 and Z8000 software is presently under development.

Microsoft Consumer Products was founded as a division of Microsoft in the summer of 1979 to provide microcomputer users with high quality system and utility software as well as application software.

Microsoft Adventure is just one of many Microsoft products being planned for the end-user or consumer market. All of these software packages will be marketed by Microsoft Consumer Products.

Microsoft Consumer Products is dedicated to providing only the best, most reliable microcomputer software.

For more information on Microsoft Consumer Products, please write to:

MICROSOFT
CONSUMER PRODUCTS

400 108th Ave. N.E., Suite 200
Bellevue, WA 98004

The Right Hardware

Microsoft Adventure requires a Radio Shack TRS-80 microcomputer with 32K RAM and single disk drive. It is written in assembly language and contains its own disk operating system so it requires no operating systems, language interpreters or any other system software to run.

How To Load Adventure

To load the Adventure program into your computer, use the following instructions:

1. First turn on your TRS-80 disk drive, monitor, and expansion interface.
2. Remove the diskette from the protective jacket. Open the disk drive door.
3. Holding the Adventure diskette on the end that contains the Adventure label, insert it into the drive. The diskette edge with the small silver label wrapped over it should be pointing up.
4. When the diskette clicks into place, close the disk drive door.
5. Push the power button on the TRS-80 keyboard unit.
6. The light on your disk drive will come on, then the words

MICROSOFT'S TRS-80 ADVENTURE V1.0

BY SOFTWIN

WHICH CAVE IMAGE? HIT ENTER TO RESTART

will appear on the screen. You are now ready to begin the game.

If for any reason the program does not appear, try pressing the reset button. If after several tries, the program still will not load, consult your local Radio Shack store.

Disk Access During Your Adventure

Microsoft Adventure is an extremely sophisticated game with more than 64K of cave descriptions and user messages. In order to bring you the full, uncut Adventure, it was necessary to store these descriptions and messages on the disk.

The computer will go to the disk for information at intervals throughout the game so you must leave the disk in the disk drive during your exploration.

Never remove the disk from the drive while the red "in use" light is on. This can permanently damage your disk.

Caring for Your Adventure Diskette

To keep your Adventure diskette in good operating condition, take the following steps:

Always place the diskette back into the protective jacket after use.

NEVER touch the diskette through the window slots. They expose the magnetic surface of the disk.

Diskettes are sensitive to extremes of temperature. Keep your diskette out of direct sun and away from other sources of heat. It may be stored at from 40 to 125 degrees Fahrenheit.

If you want to write on the diskette label, use a felt-tip pen to avoid damaging the diskette inside the envelope.

Never load the diskette with the disk drive power off.

Disk Replacement. Your Microsoft Adventure diskette is guaranteed to be a faultless recording. If the diskette fails to work properly when first opened, return it to the dealer from whom you purchased it or mail the diskette with sales receipt and explanatory letter to Microsoft Consumer Products. It will be replaced at no charge. If for any reason your diskette becomes damaged at any time during your ownership, we will replace it for a nominal \$7.50 charge. Mail the diskette with your check to Microsoft Consumer Products. Returns should be sent to:



400 108th Ave. N.E., Suite 200
Bellevue, WA 98004

Your Goal

Microsoft Adventure has over 130 rooms, 15 treasures, 40 useful objects and 12 obstacles of varying difficulty. Your goal, as adventurer, is to find the cave, explore it completely, locate all of the treasures and return them to the building before you run out of lamp light (or get killed!).

Obstacles that must be overcome include a fierce green snake, giant oyster and deep chasms, to name just a few. To make things even more difficult, a troupe of dwarves continuously tries to track you down. When they find you they usually attack. A skilled player can beat the dwarves in combat or avoid them with magic.

There are four levels to the game: above ground, beginning cave, mid cave, and advanced cave. The above ground and beginner levels are relatively friendly. As you get deeper into the cave, though, puzzles become harder to solve and obstacles become more dangerous. Some rooms are so hazardous even the dwarves won't venture in.

One strategy is to spend your initial trips into the cave exploring the area and locating treasures. Then in later trips figure out how to get the treasures to the surface. And finally, when you feel you are ready, try to get all the treasures to the surface in a minimum amount of time.

If you locate all of the treasures and still have sufficient lamp time left, you will be offered a chance at the Grand Master game. It is signalled by the message

A SEPULCHRAL VOICE REVERBERATING
THROUGH THE CAVE, SAYS "CAVE CLOSING
SOON. ALL ADVENTURERS EXIT IMMEDI-
ATELY THROUGH MAIN OFFICE."

To earn the title of Grand Master, you have one more puzzle to solve, the most difficult yet.

Be patient though. You can expect to make many ventures into Colossal Cave before you will be offered a chance at the Grand Master game.

Getting Started

Once the Program is loaded, the computer will say

"WHICH CAVE IMAGE? HIT ENTER TO RESTART"

Press **ENTER** to begin a new game. (See TO RETURN TO YOUR SAVED GAME if you want to start a previously interrupted game.)

Next, the computer will ask you, "WOULD YOU LIKE INSTRUCTIONS?" Respond with a YES or NO and press **ENTER**.

IMPORTANT: The answer you give here will affect the rest of the game. If you answer yes, you will get some basic instructions in how to play the game. However, some points will be deducted from your final score, so it becomes impossible to get a perfect score if you accept the instructions. But on the other hand, you get additional "lamp time" by asking for instructions. This means that the lamp you will use to light your exploration will stay lit longer so you will have more time to explore the cave.

If you type YES, instructions will appear on the screen, followed by "***MORE** (HIT 'ENTER')". Read the instructions on the screen, then press **ENTER** for more information.

If you answer NO, there is no effect on your score but lamp time is limited considerably.

Our advice: If you are a novice, accept the instructions so that you will have more time to explore the cave. It's the rare person who can explore the entire cave without many sessions. When you feel ready to make a stab at becoming a Grand Master, then start bypassing the instructions and make your best effort at finding all the treasures as fast as you can.

The Game Proper

After you read the instructions, the computer screen will say:

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK BUILDING. AROUND YOU IS A FOREST. A SMALL STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.

You are now ready to begin your actual exploration. By entering a series of commands, you want to explore the area, find the entrance to the cave and enter the cave proper.

Commands

The computer can be commanded by one or two word phrases. It recognizes actions, places, and some objects, but most of its commands are places or directions. The only way to get started is by trying some commands and seeing what happens. Press **ENTER** after you complete each command. Because the computer can recognize only the first four letters of each word, you will have to make some modifications for longer words. For example, type NE for NORTHEAST to distinguish it from NORTH.

A few examples of command words are:

FOREST
BUILDING
DNSTREAM
ENTER
EAST
SOUTH
UP
DOWN

If you use a command the program doesn't recognize or misspell a command it will respond with a statement like "I DON'T KNOW THAT WORD." or "I DON'T RECOGNIZE THAT WORD HERE." Try a different word for the same idea or try a different tact.

Special Function Commands

There are some commands that provide special information. You can use them at any time during the game. They are:

HELP	Gives you general hints about the nature of the game. Asking for help costs you points.
INFO	Explains how to use special commands.
QUIT	As you would expect, QUIT ends the game. There is no way to reenter the game from your previous position if you quit. When you quit, the computer gives you your final score and ranks you by one of nine categories ranging from rank amateur to grand master.
SAVE	Allows you to save the game at your current position for later playing. (See TO SAVE YOUR ADVENTURE, page 15.)
LOOK	The first time you arrive at any location, you will get a detailed description of the area. On subsequent visits however, you get only a brief identification of the place. If you wish to review the complete description, type LOOK, and it will be displayed for you.
SCORE	Lists your current score.
INVENTORY	Gives you an inventory of all the objects you are carrying at any one time.

Hints

If you are having difficulty progressing in a certain part of the game, the computer may offer you a hint by saying:

I'M PREPARED TO OFFER YOU A HINT, BUT IT
WILL COST YOU POINTS, DO YOU WANT THE
HINT?

If you respond by typing in YES, then **ENTER**, you will get assistance with the problem but you will also lose points. By typing NO and pressing **ENTER**, you will continue to be left to your own devices.

As A Last Resort

As stated previously, the challenge of Adventure is for you, the player to figure out how to explore the cave and find the treasures. Enough clues and hints have been provided in the game to allow you to explore the entire cave and obtain grand master rating without any outside help. However, the game is extremely complex and it is possible to become "stuck" on one particular problem. When this happens, give up on the problem for a while and explore other areas of the cave. You may find some way around the problem or some magic that will help you.

If after repeated efforts, you still cannot solve the problem, you can send for one of four pamphlets available from Softwin Associates, implementers of the game, that will help you through specific parts of the cave. They are:

1. Map of the "Maze All Alike" and "Maze All Different". Includes the location of the pirate's chest and the battery vending machine.
2. Tips on puzzles and magic in the beginning and intermediate cave areas. Covers from the building to the Twopit room.
3. Tips on puzzles and magic in the advanced cave. Covers from the Twopit room to the Adventure Repository.

4. Tips on getting a perfect score. Specifies the tasks and treasures needed for a perfect score.

To obtain any of these pamphlets, please indicate by number which pamphlets you want and send \$1.00 per pamphlet (or \$3.00 for all four) and a self-addressed stamped envelope to:

SOFTWIN
545 - 108th N.E., Suite 6
Bellevue, WA 98004

NOTE: The information available in the pamphlets was intentionally not included in this manual so that you would not be tempted to get outside help unless absolutely necessary. To get maximum satisfaction from the game, try every way you can think of to solve a problem before giving up!

Scoring

A perfect Adventure score is 350.

Points are accumulated for the following:

- Getting into the cave
- Exploring each part of the cave
 - (you may have to leave an object to prove you've been there)
- Locating treasures
- Transporting treasures back to the building.

Points are subtracted for:

- Asking for help
- Quitting
- Getting killed
- Accepting hints

To check your score at any point, simply type SCORE and press **ENTER**. The computer will give your score and ask if you wish to quit. Respond with YES or NO and press **ENTER**.

If you quit, the computer will automatically give you an update on your current score.

To Save Your Adventure

A single exploration of Colossal Cave routinely takes several hours, which may be more time than you have at one sitting. For this reason, Microsoft Adventure includes the SAVE command to allow you to spread one game over two or more sessions.

Before you can save your game you must remove the write protect label on the diskette. It is the small silver tab that wraps over the edge of the diskette. Simply lift up one edge and peel the label off. Then reinser the diskette into the disk drive.

Type SAVE and press **ENTER**. The computer will respond with "SAVE CAVE IMAGE 1 OR 2?" Type 1 or 2 and press **ENTER**. It makes no difference which number you pick unless someone else has already stored their partial game on one of the numbers. If you store on top of a previous game, the previous game will be destroyed. Once you have typed in 1 or 2, the computer will store your session on disk and respond with "OK". You can now return at any later time and resume the game where you left off.

After you have finished saving your Adventure game, remove the diskette from the disk drive and put the write protect tab back over the notched edge of the diskette.

To Return To Your Saved Adventure

Load the program as normal. (See page 6 for loading instructions.) When the computer says "WHICH CAVE IMAGE?", type in the number 1 or 2 to indicate which cave image you saved on, then press **ENTER**. The computer will then load your original game into memory and you are ready to continue the game.

If after the second session, you still are not finished and want to continue to save the program, complete the **SAVE** process again to update the saved information. If you don't do this, when you reload the program for your third session, the program will come up at the point where you began your second session.

To Backup Your Adventure Disk

No matter how careful you are, diskettes sometimes become damaged and the programs on them become ruined. To protect your Adventure program from being destroyed if the disk is damaged, we have made provisions that allow you to make a single backup copy of the Adventure disk.

The copy may be used for your personal backup purposes only. Any other use of the extra copy is in violation of copyright laws.

The program will allow one backup copy only to be made so be sure to store the backup where it will not become damaged.

The backup process requires two disk drives. To make a backup copy, follow these instructions:

1. Remove the silver write protect tab from the Adventure disk. Insert the disk into Drive 0 and load the program as usual, according to the instructions on page 6. When the program is loaded, the words

MICROSOFT'S TRS-80 ADVENTURE V1.1
BY SOFTWIN
WHICH CAVE IMAGE? HIT ENTER TO RESTART

will appear on the screen.

2. Type *BACKUP and press **ENTER**.
3. Place a blank diskette in Drive 1. Press **ENTER**.
4. When the copy process begins, the words **DISK BACKUP IN PROGRESS** will appear on the screen.
5. When the backup is complete, the screen will indicate **BACKUP COMPLETE**. You now have a copy of your Adventure program that has been verified by the computer to be a good copy. In the event your original Adventure disk becomes damaged, you will have immediate access to the backup disk.
6. If for any reason that backup attempt was unsuccessful, the computer will indicate **BACKUP FAILED**. Repeat the backup process. If you have repeated difficulties, try a different blank disk.
7. When one verified good copy has been completed, no additional copies of either disk may be made. If a second backup is attempted, the computer will respond with **BACKUP HAS ALREADY BEEN PERFORMED**.



400 108th Ave. N.E., Suite 200
Bellevue, WA 98004

Catalog No. 1203
Part No. 10F03

Printed in U.S.A.